

DEADBALL: 1909

HOME RUN DERBY

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Okay! Let's hit dingers like it's 1909.

Which is to say, let's not hit very many dingers.

Here are our competitors, the most powerful hitters in the Southern Circuit, with their 1908 home run totals:

PLAYER	POSITION	HOME RUNS	TEAM	ROUND 1	ROUND 2	ROUND 3
Eddie Stark	2B	5	Birmingham Ravens			
Pop Corcoran	CF	6	Birmingham Ravens			
Urbane Dwyer	CF	8	Harlan Red Birds			
Rainy Coles	RF	7	Ponchatoula Yellowstockings			
Mohs Geobaldi	LF	6	Meridian Mourning Doves			
Beefsteak Atkins	C	8	Charlottesville Flycatchers			
Thump Thorndyke	LF	5	Gettysburg Owls			
Bones Perlmutter	1B	6	Gettysburg Owls			

Wow. They all kinda...yeesh. Whatever, it's fine. 5 home runs was a lot back then. To play the derby, grab a 20-sided-die. For Round 1, start with Eddie Stark. Roll that d20. If the result is 18-20, it's a home run. Keep rolling until Eddie fails to homer, and mark down how many home runs he hit.

Do this for each player. At the end of Round 1, anyone who didn't hit any home runs is out. Probably this will be most of the people. The survivors carry over to Round 2, where the rules are the same. If you make it to Round 3, do the same thing again. Whichever player hits the most home runs in Round 3 wins the derby.

If you're tied after 3 rounds, the tied players face off, head-to-head. Whoever fails to hit a home run first loses.

Probably this will happen quickly. Probably you won't even get that far. Probably all of the players, when asked to hit home runs, will spit in your eye and say, "Home runs are for wimps. I hit singles and I run fast."

If you agree with them, you'll love DEADBALL: 1909, which will be released in print and PDF later this month. It's got a lot of singles, a lot of bunting, a lot of base stealing, a lot of old-fashioned dirty grit, and very, very few home runs.

Check out wmakers.net/deadball for more!